


THE EYE SHIELD



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MESSAGE FROM ME

Happy New Year! Welcome to issue nineteen of The Eye Shield as I, Jake Collins of Harpenden, share with you some more of my thoughts and observations about Knightmare. There are all your regular favourites to look forward to as ever this issue. As for reader contributions, Robin Barlow has unfortunately been delayed, it seems, in finishing off his article about the humour in Knightmare, but hopefully its conclusion will be ready for issue 20. Never mind, though, because Laurie Marks presents a devious puzzle to tax your little grey cells on one of the puzzle pages: thank you very much for that, Laurie. There's also something special as I share with you my top ten favourite Knightmare deaths. I must extend my thanks to Steven Webberley for suggesting this idea to me, and also assure you, Steven, that your own favourite deaths will be featured in the next issue. There now, readers, that's plenty to keep you going for now, so I advise you to get started!

Challenge question: As well as the sinister grunting ferryman, which characters can be found giving a dungeoneer a ride in a rowing boat during series 4-8?

Knightmare Dave's quotes: It's over to Dave now to share with us more of his favourite Knightmare words and phrases.

Series 2, Akash's team. I chose this one yet again as it is most amusing and the fact that Treguard is certainly on the ball with his catchphrases. In the bomb room, they nearly didn't make it.

"This team seems to hunt for trouble. Quickly now, the fuse is running!" – Treguard.

Olaf the barbarian guard was a little stupid but provided lots of entertainment.

"Stop! You can go no further. First, you must choose: loot, pillage or worms." – Olaf.

Remember when, in series 2, Julian tricked him with the sorcerer's stone ruse? They pretended it was invisible to stupid people and he believed them. His reply seconds later was:

"I think they be making Danish bacon of Olaf!" – Olaf.

Quite an amusing character, wouldn't you say? He did last two series as well.

CORRESPONDENCE

Here are some more observations from Steven Webberley.

The goblin horn sounds just as sinister now as it did thirteen years ago. I wonder what the guys who played the goblins are doing now. One of many scenes I remember from series 7 was when Sly Hands leapt out of the picture towards Julie II. And didn't the Brollachan emerge from here? I'm sure he did. I love the scene where Barry is playing cards in Goth and a goblin falls from the ledge! You can hear the scream! A classic bad quest must be the one where a team thought a bottle of potion said *poison*. Over the history of Knightmare, the infamous 'bong' sound changed slightly, and also the Corridor of Blades was quieter in series 8 than when it was first introduced. Richard's series 5 team were gutted when Skarkill put his irons on Richard. I felt really sorry for them, and they had a good quest. Clifford Norgate's voice for the Dreadnort sounds excellent - the Dreadnort is very underrated, as is Norgate's very versatile and excellent acting.

Thanks for those insights, Steven. In response I feel constrained to tell you that the Brollachan did indeed emerge from the mural in level two on more than one occasion, and that Anthony and friends and their potion blunder in series 2 is indeed, in my opinion, embarrassingly bad!

REMEMBER THIS?

Series 2/3. Level 2.

THE MILLS OF DOOM

These three large metallic wheels were erected over a deep precipice in a very dark Dungeon cell. The challenge for teams encountering this puzzle was to guide their dungeoneer across all three cogs and through the door. The catch was that the edges of the cogs were turning round and round to a cranking metallic sound effect, and only provided a safe walkway for a few seconds at a time. Should the dungeoneer have fallen into a gap between the cogs, they would have met a nasty demise - dramatically at least - as Treguard informed Julian's team in series 2: *"One false step here and he's mincemeat!"* - **Treguard**.

The task was one of precision guidance and careful concentration, as many teams found out as they attempted it. The positioning of the dungeoneer and the timing of the directions had to be carefully set up. The team led by Chris early in series 2 discovered that it was also very important to make sure the dungeoneer knew what direction to walk in, as an obviously bewildered Chris side-stepped away from the safe path instead of walking forwards onto the next cog. Fortunately, he did not side-step into the pit, but it was a near thing. Having said all that, the Mills of Doom were by no means a difficult challenge, and most of the teams who had to cross them did so with relatively little trouble. Occasionally there would be an additional hazard in the room to try and throw the team, for example a cavernwraith for Karen in series 2 and bats flying through occasionally for Julie in series 3. These distractions did not throw the teams, however.

Although it boasts no victims, I like the Mills of Doom as a Nightmare challenge. It was one of the few aspects of the first three series I remembered between watching them originally on Children's ITV between 1987 and 1989 and then seeing some of the episodes on video in 1996, although I always thought they were called the Wheels of Doom. Ah, those were the days. Anyway...

Difficulty: 6 Some very tricky footwork required.

Killer Instinct: 1 Sadly no one was minced.

Gore Factor: 3 Could have been nasty, but who knows?

Fairness: 8 Not much of a problem, and a nice challenge.

ADVENTURE TIME

Sam and friends failed to meet the Descender's challenge, increasing the Dungeon's lead to 6-2. Dungeoneer Jack has just entered level two.

Jack lands on top of Elita. The cavern elf rounds on him immediately.

"Oi, what do you think you're doing, you stupid f..." she demands. "Who gave a great o... like you permission to come tumbling down wellways, eh?"

"Bad luck, Jack, falling in with Elita" smirks Treguard. "But remember that she can be useful."

"I'm sorry" Jack apologises. "I didn't mean to land on you."

"Oh, just go away, scum-p... damnit!" Elita cries, sinking sulkily to the ground.

"What's wrong?" Jack asks.

"What's it to you?" replies Elita shortly.

"I might be able to help you, if you agree to help me" Jack ventures.

"The only way you can help me is by recovering my insults" Elita tells him.

"I was being a bit rude to Hordriss, and the stupid id... stole my insults. He said it would do me good to be without them, but I just can't cope."

"I'll get them back for you."

"Well, if you do then I'll certainly help you" Elita says more brightly. "Of course, you'll have to persuade Hordriss to part with them first."

"How do I do that?" Jack asks.

"Well, let me think" muses Elita. "He's preparing a spell at the moment that needs lots of precious metal to make it work. No one'll give him any, of course, because it's so valuable. If you could find some gold or silver, you might be able to persuade him to give my insults back. I'll be waiting for you at the end of the level. If you've recovered my insults, I'll make sure you get to level three. Bargain?"

"Yes" Jack agrees.

"Great!" says Elita enthusiastically. "Now, as you've agreed to help me, I'll give you a clue. The third step is the cock-crow. Well, go on then, off you go."

Jack is directed out. He emerges into Merlin's room.

"Ah, here is a place of magic, team" remarks Treguard. "But steps must be taken if the magic is to work."

Jack is lined up with the throne. He begins by barking like a dog, causing the first slab to appear. Then he mews like a cat, causing the second slab to appear. Finally he invokes the third slab by letting out a terrific "cock-a-doodle-do!" Treguard and the team find this very amusing. Even Merlin

is chuckling as he arrives on his throne.

"Oh, well done, Jack" he laughs. "Very good indeed. I'm almost tempted to award you a spell just for that, but I suppose I'd better test you first."

"Absolutely, Merlin, we must play by the rules" Treguard insists.

"Then listen carefully, Jack and team, for here is my first," says Merlin. "What is the prince of the pond?"

"The frog" Jack replies.

"Truth accepted," says Merlin approvingly. "Here is my second. It was the noblest knight who broke the table round, because a woman dragged him down. To penance and to death he wore a priestly gown. Who was he?"

"Lancelot" says Jack.

"Truth accepted" smiles Merlin. "Well done, Jack, you've answered both riddles correctly. As a reward, I gift you the spell *rust*. Now, be on your way, and good luck."

Merlin disappears and Jack is directed out. He finds himself in a chamber with two doors. Between them is a locked safe.

"Well, here's an invitation if ever I saw one" remarks Treguard. "Will you answer it, team?"

"Spellcasting:" says the spellcaster. "R-U-S-T."

The safe door rusts and creaks open. Inside, Jack finds a bar of gold and a bar of silver. He picks up both objects and is then directed through the right-hand door. The room he enters next is the Block and Tackle.

"Everything moves here, Jack, and you'd better move to!" says Treguard urgently.

The team start to shout instructions at Jack and he stumbles about the chamber, blocks flying wildly about him. Finally one of the advisors takes control and guides him quickly over to the right of the chamber, then forwards and through the door. He emerges into Hordriss's study. The mage is mixing some chemicals at his workbench and does not notice Jack, so he goes over and introduces himself. Hordriss barely glances at Jack at first, but then he notices the gold and silver in his hands and turns his attention fully to the dungeoneer.

"Greetings, young traveller" Hordriss says amiably. "I'm sorry I didn't notice you before but, as you can see, I'm very busy preparing a very important spell right now. I'm having a bit of trouble, though, because I can't find much of the main ingredient: bullion."

"I'll gladly give you this bullion if you give me something in return," Jack says.

"What sort of thing would you like?" asks Hordriss absently, gazing at the bullion in Jack's hands.

"How about Elita's insults?"

"Strange, I had expected her to come and beg for them herself" Hordriss half-chuckles. "I never imagined she would be able to get one of you lot to do her grovelling for her. She seems so much better to me without her insults: much more likeable. Still, it is a fair enough bargain that you propose."

Hordriss reaches under his workbench and brings up a bottle of blue liquid.

"Here are the elf-brat's insults," he says. "Now, may I have the gold and silver?"

The exchange is made, and Hordriss returns to his work. Jack is directed out, and emerges into the minecart chamber. On the floor by the cart and the rail sits Elita. When she sees Jack, she jumps up and runs over to him.

"Well, did you get them?" she asks eagerly.

"Here they are" replies Jack, handing her the bottle.

Elita drinks the liquid to the last drop, then a big smile splits her face.

"Thanks a lot, face-ache" the elf says joyfully. "You may be an ugly, smelly scum-pot but you've done me a big favour. In return, as promised, I'll get you to level three."

She helps Jack to sit in the cart and then goes to stand behind it.

"Get ready for the ride of your life, face-ache" Elita tells him. "We're off!"

The cart goes shooting bumpily down the tunnel. Soon enough, it crashes in level three.

"Well done, team," says Treguard warmly. "You've made it to level three, which is an achievement in itself. But don't stop too long to congratulate yourselves; get moving!"

The team direct Jack out of the chamber, and into Merlin's room. They take him to the table where he touches the glowing M. There is a flash of lightning and Merlin arrives in the chamber.

"Well done, Jack, you've travelled far" Merlin says. "But remember that this level holds the Dungeon's toughest challenges. To help you cope a little more easily, I gift you the spell *opposite*. I also give you a warning: the evil sorceress Morghanna has supreme power on this level, and she will do whatever she can to bring an end to your quest. Remember, do not trust her. Now, step bravely, for you have only a short way to go."

Merlin disappears. Jack is directed out, into the level three clue room. On the table there is a horn, a bottle labelled *sniff*, a round shield and a potion. As the team are considering these objects, a large transparent image of Morghanna's head appears, laughing dangerously.

"Extreme warning, team," says Treguard. "This is Morghanna."

"Ah, yet another dungeoneer infiltrates my chambers" Morghanna sneers snidely. "And he is considering his choice of clue objects. Well, young human, you take all the time you want because none of them will do you any good. The obstacles I have set on this level are unbeatable. First, I have erected a wall of Jericho across your path. Beyond that, the gargoyle waits; there is no form of defence against him. And if you survive these perils, then you will meet me. I suggest you save yourself some time and life-span, and give up now."

The image disappears. Thinking that this encounter has given them all the information they need to choose the correct objects, the team decide to take the shield and the horn. They regret it when they enter the next chamber and find it swarming with cavernwights. Their noses begin to twitch immediately as they pick up Jack's scent. Morghanna's laughter fills the chamber and her voice speaks out of nowhere.

"Fools!" it cries. "You fell for my trickery. Your only hope was to confuse these creatures by opening the *sniff* bottle. Now you can do nothing to stop them eating you alive!"

Morghanna is right. Jack is powerless to stop the hairy limbs seizing him and pulling him to the ground. The advisors hear the first scream of agony as a cavernwight bites into Jack's arm. The Dungeon bell sounds.

"Ooh, nasty!" remarks Treguard. "Well, you were warned not to trust her, team, but unfortunately you took her words at face value. Spellcasting: D-I-S-M-I-S-S."

The next dungeoneer is called Callie. Her quest begins in the chamber of Queen Kalina, which appears to be deserted. As the advisors are describing the room, they hear a voice shouting for help. It is coming from the dressing table. Callie walks towards it and finds a glass bottle, inside which is a miniature version of Queen Kalina.

"Oh dear, team, the 'ruler of level one' seems to have been cut down to size at last" chuckles Treguard.

"Oh, thank goodness you've come!" Kalina exclaims. "Who and what are you?"

"I'm Callie, a dungeoneer."

"Well I'm Queen Kalina, the ruler of this level" squeaks the miniature person in the bottle. "The trouble is that I was experimenting with some spells this morning and I accidentally shrunk myself. I'm supposed to be giving a dinner party tonight, but I can't do it like this."

"How did you get into the bottle?" asks Callie.

"Oh, some pesky goblins put me in here" winces Kalina. "And they've cast a spell on the bottle to prevent anyone from opening it. They thought it

was all very funny, but I must say that I don't. Look, Callie, I'd do anything to get out of here. Find some way to open the bottle and get me back to the right size and I'll make sure you get off this level in one piece. What do you say?"

"Yes, that sounds like a good bargain" agrees Callie.

"Oh good, I'm glad you agree" Kalina smiles. "Your path will bring you back here before the level is complete. See you soon, I hope."

Callie is directed out and into the clue room. On the table there is a bar of gold, a firestone and a pouch of powder. Before Callie can examine them, the far wall begins to change.

What next for Callie? Will she be able to help Kalina? Read the next Adventure Time to find out.

PUZZLE PAGE ONE

Here is an offering from Laurie Marks of Feering, Essex, who of course wrote *The Path Opens* for TES last year. The task is explained below, so get cracking!

Work out the Knightmare characters' names from the clues.

1. 1 word, 2 syllables. 1st syllable: permanent disfiguring mark. 2nd syllable: homicide.
2. 2 words. 1st word: a part of the verb "to be". Also a letter of the alphabet. 2nd word: upside-down, smaller Millennium Dome.
3. 1 word, 2 syllables. 1st syllable: shortened version of a slang term for a cat, usually a stray. 2nd syllable: fear.
4. 1 word, 2 syllables. 1st syllable: Eminem's style of music. 2nd syllable: first syllable of Conservative, or an Afghan cave complex, or a holidaymaker...
5. 2 words. 1st word: gave his name to the rulers of one of the greatest empires in history. 2nd word: similar to the man with the golden gun.
6. 1 word, 3 syllables. Sounds a bit like what Weight-Watchers type foods continually state that they are low in. EXTRA CLUE: has been prominent in previous issues of TES (PLUG!)
7. 1 word, 3 syllables. 1st syllable: stationary. 2nd and 3rd syllables: most common form of written correspondence, gradually being replaced by e-mail.
8. 1 word, 3 syllables. 1st syllable: anger. 2nd and 3rd syllables: generic name for many varieties of small fruit, including black and blue ones.

REMEMBER HIM?

Series 1/2. Level 2.

CEDRIC

Knightmare's first monk was played by Lawrence Werber. He wore a traditional brown friar's costume and carried a hefty quarterstaff. Cedric's role in the Dungeon was as a level two guard, and his initial duties involved accosting dungeoneers as they entered level two and forcing them to challenge him to combat. This was achieved by a masterful combination of extreme rudeness and semi-disguised threats. (*"You can challenge me, and exercise that pea they've given you for a brain, or else you and me can have a spot of quarterstaff practice. Only you don't get a staff!" - Cedric.*)

The traditional three riddles followed, then more rudeness and insults from the monk, regardless of how well the team had fared in the challenge. Having said that, Cedric's help was very important to the quest, and failure in his challenge could result in death later on, as the defenceless Claire of series 2 discovered when faced with a cavernwraith. A high score, however, could earn the team information, passwords or spells vital for the completion of level two, or even Cedric's personal services in the form of a short escort.

In series 1, Danny used an ANVIL spell from Cedric to see off Gumboil, and later on Richard used the password *Cyclops* to escape the level, which had been told to him by Cedric after the monk's famous battle of insults with Folly. In series 2 (which was when Cedric was first called by name, incidentally, having been simply The Monk in series 1) Steven used Cedric's AVAUNT spell to get rid of a wraith. The monk accompanied both Mark and Jamie further into level two to save them from Gumboil and a toad-like monster respectively.

Despite his rude and hard-faced appearance, series 2 did reveal a softer side to Cedric's nature. His joy at making friends with Mark, and his subsequent insurmountable fear of spiders, mark the whole range of emotions that the "mad monk" revealed to us. Series 2 also introduced a secondary role for Cedric, that of guarding exits and collecting passwords, just as Gumboil and Olaf usually did. It was in this capacity that Cedric claimed his only victim, Neil Payne. The team didn't have the password, but they should have been able to pass him by casting the spell

SHOVEL, which the Dwarf gave them shortly before.

The scene with Cedric and Neil in the wellway room is an absolute classic, as the advisors desperately try to spellcast SPADE over and over again. What led them to make this stupid mistake is beyond me, but that's entirely another story. After giving Neil plenty of time and chances to save himself, Cedric clonked Neil on the head, and he looked very happy about it: (*"Ouch! Well, we always knew that Cedric would clobber someone sometime."* - **Treguard**.) To summarise, then, Cedric was outwardly extremely rude and vulgar, and presented a serious challenge to the quest, which, if beaten, gave vital rewards.

Fear Factor: 8 Very intimidating and hard to befriend.

Killer Instinct: 7 Always threatening to kill; allowed to do so by dimness.

Humour Rating: 6 We were supposed to laugh at him quite a bit, I think.

Oscar Standard: 7 Very rude and threatening, but somewhat one-dimensional.

CLASSIC QUEST

Series 2

Quest: To free Gretel.

Dungeoneer: Mark Wickson.

Advisors: Jonathan, Matthew and Daniel.

Home town: Witney.

Team score: 10 out of 10.

It's about time we had the first winning quest in this feature, so here it is.

Level One: The first challenge is to solve a card trick set by Folly, where Mark has to unblock a door with a large Queen of Hearts card in front of it. The Dungeon kitchen follows, where Gretel is trying to cook some toads. Once Mark has suggested that she might fare better trying to cook tarts instead, Gretel directs him through the right-hand door to the clue room. The team ponder over whether Gretel really knows what she is talking about, and consider taking the other door, but Treguard intervenes: (*"I think you can trust her, team" - Treguard.*) Igneous awaits Mark in the clue room, where the team score an impressive three out of three. Igneous informs Mark that Gretel has been kidnapped and that his quest is to free her. Mark picks up a bell and a bar of gold from the table. A bomb room leads on to Lillith's room. The causeway is already formed and Lillith is asleep. Mark has to wake the sorceress by ringing the bell and obtain her permission to cross before leaving the chamber. In the wellway room, Gumboil asks for the password, which Mark is unable to deliver. Gumboil eventually accepts the gold as a bribe and allows Mark to descend to level two.

Level Two: Cedric is ready for combat at the foot of the well, but Mark manages to make friends with the monk by flattering him. An elated Cedric agrees to accompany Mark on his journey, and in the next chamber he knocks out a hostile Gumboil with his quarterstaff. Ariadne turns up in the next chamber, and Cedric runs off back to his room. Before the team can direct Mark out of danger from the giant spider, they have to pick up a large letter *F* from the back wall, which is part of the spell they need to win the game later. Merlin's chamber follows, where the team manage to pilfer a red gem and a candle. Merlin gives Mark two conundrums to solve. This the team duly do, and the old wizard rewards them with the spell FREEZER. This is used to neutralise a catacombite, which is guarding

the team's second spell-letter: *R*. Olaf is blocking the way over the bridge, and Mark persuades him to accept the red gem as a toll. The wellway room is pitch dark when Mark arrives, but the candle sorts this out. After some awkward directing, Mark is taken down the well to level three.

Level Three: After grabbing a sprig of energy and running from some cavernwights, Mark has to cheer up the depressed gargoyle. He makes a valiant effort at this, and is rewarded with the spell SUN. In Merlin's chamber, Mark picks up a letter *E*, before Merlin arrives with some hints as well as the spell SLEEP. Mark then has to escape more cavernwights to grab another sprig of energy, and Mogdred appears to ask Mark for his pledge of allegiance. The team debate over whether to trust Mogdred, but eventually elect not to agree to serve him, despite Mark's nervousness of the wrath this might incur from Mogdred. As usual, though, Mogdred is only interested in threats: (*"I enjoy observing fear; I shall enjoy observing yours!" - Mogdred.*) In the room with the stained-glass window (its first appearance) the team have to cast SUN to reveal the correct path. There follows a dangerously close encounter with the monstrously large and hungry earth dragon Owen, but the SLEEP spell manages to nullify this threat. Finally Mark reaches the chamber with the guillotine, where he picks up another letter *E* to complete the spell FREE. After Mark jumps under the chopping axe the spell is cast, and a giggling image of Gretel appears. Treguard spellcasts HEROES to transport the first winning team outside the Dungeon, where he celebrates with them the fact that they are the first winners of Knightmare: (*"Others will no doubt follow, but that glory will always be yours" - Treguard.*) It was a monumental moment in Knightmare, and a pleasing victory.

Summary: An excellent performance, but I think it's fair to say that the members of the team themselves would be fairly unremarkable if they were not the first ever winners.

CREATURE FEATURE

Series 8. Level 1/2/3.

SKELETRONS

These skeletons were introduced to the Dungeon in series 8 to guard trapdoor chambers, clue rooms and the corridors of Linghorm and Marblehead. From the information snippets about skeletrons given by Treguard and Lord Fear throughout the series, we learn that the computer-generated skeletons were made from old bones by Lord Fear: *"Skeletrons are sort of reconstituted warriors. You might call them undead, but I'm not convinced they ever lived."* - **Treguard**. They had spooky glowing eyes and most carried swords with which to dispatch intruders. Skeletrons were not very intelligent creatures, and could not see very well, which made them quite easy for dungeoneers to outwit.

There were various ways to cross a skeletron's path safely. In the level one trapdoor room, Daniel used a magic ring to disintegrate one while Nathan took an *invisibility* potion before walking briskly past the patrolling skeletron guard. No one was killed by a skeletron because it was usually quite easy to pass them. Apart from their mundane guard duties, Lord Fear twice used skeletrons as part of a more complicated plan. During Nathan's quest in level two, Lord Fear unleashed a skeletron that had been made to look like Sidriss with the intention of using it to kill Hordriss. Nathan warned Hordriss, who disintegrated the skeletron - or *bimboid* as Fear called it - when the two met it in the trapdoor room.

Then, during Mike's level two, a skeletron went haywire and had to be destroyed. Lord Fear told Lissard the ingredients for a spell called FILLET, which eradicated bones. Mike made the spell and cast it at the rogue skeletron, which promptly disintegrated. Apart from these two incidents, skeletrons simply guarded exits, and didn't really do it that well from Lord Fear's point of view. However, it was nice to see a traditional old supernatural threat so late in Nightmare's run.

Fear Factor: 7 Threatening, with eerie glowing eyes.

Killer Instinct: 1 A bit too slow and stupid.

Humanity: 6 The bones must have held humans together at some point.

Gore Factor: 5 We can only imagine the unnatural processes Lord Fear used to reanimate the bones.

I THINK I READ SOMEWHERE

If you have already completed levels one and two of this quest, it's time for the ultimate test. Are you up to the challenges of level three? Remember that all the normal rules of the Dungeon apply.

77

You scramble to your feet from the point where the minecart dropped you. Looking around you, you see that there is only one exit from this chamber. You walk through it, into the clue room for this level. On the table, you find a red gem, a green gem, a potion labelled *scent-masker* and a talisman. Decide which two of these you wish to take, then go to **101**.

78

You are relieved to find yourself in a well-lit room with a large archway as an exit. There is also a large chest by the arch.

If you wish to investigate the chest, go to **110**.

If you do not wish to investigate the chest, go to **97**.

79

You find yourself in a room with an iron grate between you and the only door. Suddenly, a torrent of flame shoots up from the grate.

If you walk through it as you are, go to **100**.

If you call for the aid of St. Florian, go to **93**.

If you call for the aid of St. Sebastian, go to **80**.

If you call for the aid of St. Michael, go to **90**.

80

The saint remains deaf to your prayers; you chose the wrong one! Your adventure ends here.

81

When you reach the door a flow of corrosive acid pours down onto you. Before long the only sign that you ever existed is a puddle of unidentifiable smouldering matter. Your adventure ends here.

82

The chest creaks open. Inside there is a single scroll, which you pick up and read. On it is the word FIRE. Note this down and go to **97**.

83

You enter a long corridor. Before you have time to think, a skeletal warrior comes clanking down it towards you, the point of his spear out in front of him. This is danger presenting itself, make no mistake.

If you hold up the green gem, go to **91**.

If you hold up the red gem, go to **95**.

If you take the potion, go to **87**.

If you hold up the talisman, go to **103**.

84

Morghanna sends a blast of energy after you and you are stopped in your tracks. She then unleashes a magical horde of wasps at you. You are stung to death in seconds. Your adventure ends here.

85

This does nothing to stop the cavernwights. You are seized by a horde of hairy limbs and within minutes there is nothing left of you but licked-clean bones. Your adventure ends here.

86

Morghanna laughs out loud at this notion before unleashing a cloud of poisonous gas at you. You choke to death in seconds. Your adventure ends here.

87

This has no effect on the skeletal warrior, who has now almost reached you. You might like to try something else, but you've blown your chance, I'm afraid. The spear impales you and you slump forwards. Your adventure ends here.

88

You emerge into a long courtyard with a door about two hundred metres away. As you run towards it, a group of archers who are standing on the battlements above you start firing at you. You are bound to be hit before you reach the exit!

If you carry on running, go to **100**.

If you call for the aid of St. Florian, go to **90**.

If you call for the aid of St. Sebastian, go to **112**.

If you call for the aid of St. Michael, go to **80**.

89

You are in a room with two doors. One has a symbol of a Cup above it, the other a Crown.

If you take the door with the Cup above it, go to **111**.

If you go for the Crown, go to **99**.

90

The saint remains deaf to your prayers; you chose the wrong one! Your adventure ends here.

91

This has no effect on the skeletal warrior, who has now almost reached you. You might like to try something else, but you've blown your chance, I'm afraid. The spear impales you and you slump forwards. Your adventure ends here.

92

As you reach the door a spike shoots up from the floor beneath your feet and is soon poking out of the top of your head. Your adventure ends here.

93

Miraculously, you are able to pass through the flames unharmed and reach the exit. Go to **88**.

94

You find yourself in a chamber with three doors. There is also an inscription on the floor in front of you: *Dead ahead means exactly that, while widdershins means certain death. You must take the righteous path, if you wish to draw another breath.*

If you go through the central door, go to **81**.

If you go through the left-hand door, go to **92**.

If you go through the right-hand door, go to **113**.

95

You were wise to recognise that red is the symbol for danger. As you hold the gem up, the warrior screams in pain and frustration and then disappears. You continue down the corridor to **79**.

96

What do you want to try?

If you challenge Morghanna to combat, go to **86**.

If you earlier learned the FIRE spell from a scroll and wish to cast it now, go to **109**.

97

You go through the archway and into a cave that is swarming with cavernwights. These carnivorous creatures can neither see nor hear you, but their sensitive noses have already identified you as their next meal. The only exit is beyond the hairy mass of twitching noses and watering mouths.

If you try to plough through them, go to **100**.

If you take the *scent-masker* potion, go to **102**.

If you hold up a green gem, go to **85**.

If you hold up a talisman, go to **108**.

98

You stand in the final chamber. In front of you is an altar with a golden chalice on it: the Cup that Heals. You walk forwards and pick it up. Go to **104**.

99

If your quest is for the Crown, go to **105**.

If not, go to **106**.

100

This isn't very promising, is it? Your adventure ends here.

101

You are in Merlin's level three chamber. A glowing letter M sits on the table. When you touch it, a large vision of the wizard appears.

"Congratulations on surviving thus far" Merlin says to you. "But level three presents the Dungeon's toughest challenges. If you are to overcome them, you must listen to what I say. When danger presents itself, fight it with itself. You will only progress if

you have faith in the saints. Remember, St. Florian protects against fire, St. Sebastian against arrows, and St. Michael gives strength in battle. You will also need a spell. It is called OPEN. Now, be on your way, and good luck.”
Go to **83**.

102

When you swallow the potion, the cavernwights lose your scent. You slip through the mass of confused creatures and reach the exit. Go to **94**.

103

This has no effect on the skeletal warrior, who has now almost reached you. You might like to try something else, but you’ve blown your chance, I’m afraid. The spear impales you and you slump forwards. Your adventure ends here.

104

There is a flash of lightning and Merlin is in the room with you.

“Congratulations, brave adventurer” Merlin commends you. “You have remained true to your quest and achieved your goal. You are now a champion of Nightmare, and the whole Dungeon salutes you.”

Congratulations on completing your quest. You are a worthy dungeoneer indeed.

105

You stand in the final chamber. In front of you is a statue with a golden crown on its head: the Crown in Glory. You walk forwards and pick it up. Go to **104**.

106

Why did you choose the door with the wrong quest object? Your adventure ends here.

107

You acquire the strength and courage to fight your way heroically through the zombies and reach the end of the corridor. Go to **78**.

108

This does nothing to stop the cavernwights. You are seized by a horde of hairy limbs and within minutes there is nothing left of you but licked-clean bones. Your adventure ends here.

109

You cast the FIRE spell and a bolt of lightning jumps from you and hits Morghanna in the face. She screams in rage and pain before disappearing. You walk to the exit. Go to **89**.

110

It is firmly locked, and you have no key to use on it. Perhaps you would like to try the OPEN spell?

If so, go to **82**.

If not, go to **97**.

111

If your quest is for the Cup, go to **98**.
If not, go to **106**.

112

With the saint's blessing, you make it to the door unharmed. You next find yourself in another corridor. You are met by a group of flesh-eating zombies, whose dead eyes all roll to look at you. How will you stop them from eating you?

If you try to barge through them, go to **100**.

If you call for the aid of St. Florian, go to **80**.

If you call for the aid of St. Sebastian, go to **90**.

If you call for the aid of St. Michael, go to **107**.

113

You are in a long hall with an exit at the far end. Feeling very uneasy, you start to run for it. You are stopped in your tracks by the appearance of Morghanna, the evil level three sorceress.

"Enough of this foolishness!" Morghanna spits at you. "You have been lucky to survive this far, but now I shall personally put an end to your quest."

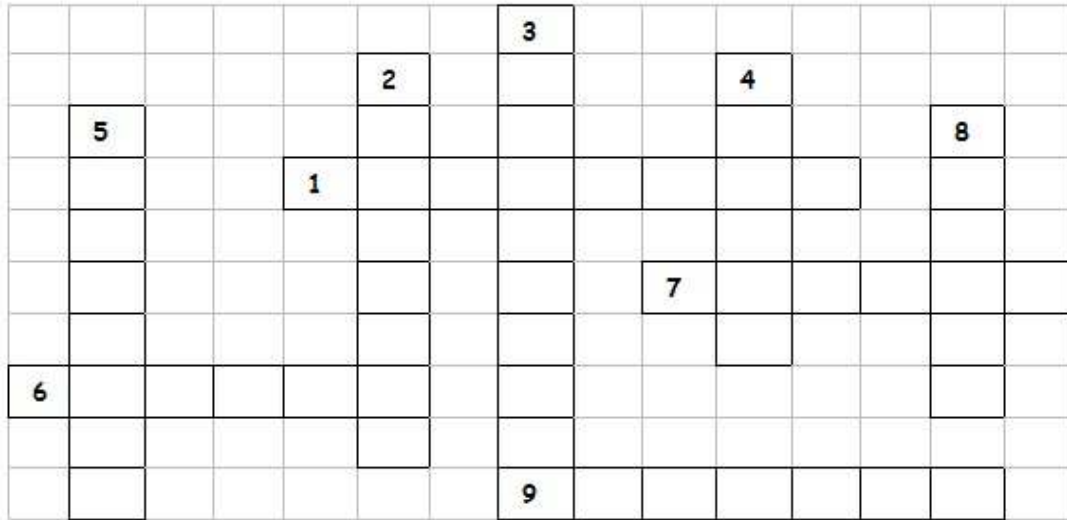
If you try to push Morghanna out of the way and run for the exit, go to **100**.

If you turn tail and run back down the hall, go to **84**.

If you think you might be able to defeat Morghanna in some other way, go to **96**.

PUZZLE PAGE TWO

For the first time ever in the pages of The Eye Shield, have a go at completing a Knightmare crossword.



1. The Lord of Knightmare. (8)
2. The leader of the Opposition. (4,4)
3. If I quest in the Dungeon then I'm a _____. (10)
4. A wizard of old. (6)
5. An important piece of quest equipment. (8)
6. A right little madam... or is it miss? (6)
7. An Elven ally. (6)
8. The world's greatest entertainer. (6)
9. Come to Knightmare if you're having trouble with this. (7)

MY TOP TEN KNIGHTMARE DEATHS

Whether funny, disappointing, gruesome or anti-climatic, Nightmare would have been nothing without, as Treguard once put it, *a spot of sudden death to spice up the proceedings* now and then. Here are ten that I will always remember fondly. Why not send me your list for a future issue of TES?

10. Leo. Series 3, episode 6. Level 3.

This exciting high-quality series 3 quest was brought to a tragic end at the final hurdle when Leo tumbled spectacularly over the edge of a cliff. One mistake in level three caused the team to miss a vital clue from the depressed gargoyle, resulting in a wrong choice of path in the stained-glass window room.

9. Sofia. Series 6, episode 13. Level 3.

Another high-quality quest that reached level three. Sofia went plummeting off the Great Causeway just as her life force ran out, making for a tense and tragic end to a very promising quest. The lasting feeling of loss at Sofia's death, which Pickle felt most strongly, was increased by the fact that the end of the quest coincided with the end of the episode, one of only two times that this happened on Nightmare. The team could have got the causeway code from Hordriss if they'd won his sorcerers' apprentices quiz.

8. Simon III. Series 4, episode 9. Level 2.

A classically laughable quest brought to a hilarious end by advisor Andrew directing Simon straight into a large hole on the Block and Tackle. The entire floor to the left of Simon collapsed, whereupon Andrew quickly told him to side-step into it. I guess Simon only could have been saved if he had a navigator who could navigate.

7. Richard III. Series 8, episode 1. Level 1.

Stuck on a rune-locked trapdoor, the overconfident Richard was fried in a roaring fireball emitted by Bhal-Shebah, the red dragon. It was a pleasure to watch, particularly after the team's annoyingly ridiculous mistake in the clue room where they completely ignored the laughably easy clues on the scroll! If only they had been able to return Stiletta's green blade to her, she would have given them the combination for the rune lock.

6. Neil. Series 2, episode 9. Level 2.

See this issue's *Remember Him?* for full details of this classic demise. Why oh why oh why did the stupid advisors decide to cast SPADE instead of SHOVEL? The Dwarf had told them in no uncertain terms that he was gifting them SHOVEL. He didn't actually say it was a spell, but they worked out that they had to spellcast. So why in the name of Creation did they spell out the wrong word? Even when SPADE didn't work, they didn't think to try SHOVEL, they just did SPADE again, and then tried to give it as the password! Honestly, I ask you...

5. Helen II. Series 4, episode 3. Level 3.

In TES issue 8, this death is cited as the only time in Nightmare's glorious run that the leader of the Opposition (i.e. Mogdred or Lord Fear) personally puts an end to the quest. Here, in the depths of level three, Mogdred conjures a broadsword to dispatch Helen. The sad thing is that the team have a spell to defeat him, BUT, but they opt for a longer and more powerful spell, TRANSFORMATION, which the spellcaster does not have time to finish spelling out before the sword reaches Helen. Tragic, really, but there you go.

4. Martin II. Series 3, episode 15. Level 3.

Everyone remembers this death. Like Leo before him, Martin had an excellent run in the Dungeon, but failed to answer a riddle in level three. This time it was set by Owen the dragon. He refused to award Martin any magic, and so when the evil Morghanna accosted Martin in the stained-glass window room, the team were powerless to stop her from destroying him. Martin had been the last hope for a winner this series, and it had been beginning to look like he was going to succeed. What a pity.

3. Richard II. Series 5, episode 4. Level 2.

Accosted by Skarkill and his goblins, Richard got embroiled in an intense argument to save his life. The week's wait in the middle of this scene - between episodes 3 and 4 - was excruciating, and Skarkill kept Richard dangling over a metaphorical precipice for ages, allowing him to try desperately to buy his freedom with a goblin horn. At last, inevitably, Skarkill put his manacles on Richard, bringing an end to the quest, but what a tense and exciting scene it was. Classic!

2. Chris I. Series 2, episode 3. Level 3.

This is the only Nightmare death that physically affected the advisors as well as the dungeoneer. In the chamber of Medusa in level three, Chris

required the magic shield to repel Medusa's stone stare. Unfortunately, the team had left it in the clue room in favour of taking a strange-looking jewel. Defenceless, Chris was seen to solidify into a grey stone statue, and then the same thing happened to all three advisors! Marvellous viewing.

1. Chris III. Series 5, episode 14. Level 2.

This Chris had had the spectacular misfortune to be turned into a goblin by a spell that Julius Scaramonger had sold him. First this rendered the team unable to retrieve a vital firestone that Aesandre had frozen, and then Chris had to work very hard to convince Brother Mace not to smash his brains in with a large staff. Having rejected Motley's folderol in the clue room, the team were unable to call the jester and learn the password. Hopelessly lost and in utter disarray, the Chris-goblin was brought to a merciful end by a large blocker. Unable to give the password, Chris was told to recite the causeway code: red, blue, green and grey. He got green and blue the wrong way round, which perturbed his advisors greatly, but he was already completely doomed! It's a laugh-out-loud moment when, as the advisors are retelling the causeway code to their hapless dungeoneer, the blocker grates forwards menacingly and sucks the Chris-goblin into its mouth with a whooshing, grating, crunching noise. It's brilliant stuff.

POETRY CORNER

The win of Dickon and team in the thirteenth episode of series 4 was certainly a long time coming - they were the first winners since Julian's team in the thirteenth episode of series 2. The quest was an enjoyable one and, although the lads were helped slightly by the production team on occasion, the victory was undoubtedly deserved.

Dickon's Devon chaps were prime
Perhaps the best team of all time.
The Crown's the quest that they did choose,
Then on to Hordriss' magic brews.
Dickon took the bogus brandy,
Let's hope that Brother Mace is handy.
On to the inn, where Mellie's hint
Should end Oakley's grumpy stint.
In Dungarth the goblin spawn
Fled before the hunting horn.
A guard to bribe, is the horn enough?
Only just, the deal was tough.
In level two it's time to shrink,
Then grow again in an eye's blink.
Motley's merry guidance led
To Gundrada; Motley fled.
Brother Mace, he never quails,
Dickon's brandy gave him scales!
Through the forest, past Her Highness
Gundrada overcame her shyness.
In the boat, to level three,
Transporter Pad is a fun spree!
Hordriss smiled as spells he gave,
Malice then did rant and rave.
Past the blades and falling stones,
Spells are cast, and Malice moans.
The Crown made a golden blast,
And Dickon's win secured at last.

PUZZLE ANSWERS

Challenge question: Brother Mace, Sidriss, Ridolfo, Grimaldine, Greystagg and Sylvester Hands.

Character Name Riddles:

1. Skarkill.
2. Ah Wok.
3. Mogdred.
4. Raptor.
5. Julius Scaramonger.
6. Kalaræ.
7. Stiletta.
6. Rothberry.

Crossword:

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	N				T	R	E	G	U	A	R	D		O
	A				D		E			L				T
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	S				E		N			N				E
M	A	J	I	D	A		E							Y
	C				R		E							
	K						R	E	A	L	I	T	Y	